

Method, System and Computer Program Product for the Delivery of a Chat Message in a 3D Multi-User Environment

Abstract

5 A chat system, method and computer program product for delivering a message between a sender and a recipient in a three-dimensional (3D) multi-user environment, wherein the 3D multi-user environment maintains respective digital representations of the sender and the recipient, uses a recipient interface to receive a message, map the message to a texture to generate a textured message, and render the textured message in the 3D multi-user environment so as to permit the recipient to visually ascertain the location of the digital representation of the sender in the 3D world. Received messages are maintained as two-dimensional elements on a recipient viewport.

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